Mac GamePad™ Quick Start

This Quick Start sheet provides only a brief overview of the bare essentials required for installing and using the Mac GamePad. Most Mac users will benefit by reading the full installation and operating instructions.

Hardware Installation

♦ Shut down and turn off your Mac.
♦ Connect the GamePad to one of your Mac's ADB ports.

Note! **Connecting devices to your Macintosh while it is turned on could seriously damage your GamePad and/or Macintosh.**

You can plug the GamePad into any available Apple Desktop Bus (ADB) port, the same connector used by your keyboard and mouse. We recommend using the ADB ports on either end of your keyboard and that you don't connect more than a single GamePad connector per ADB port.

Note! **Your new Mac GamePad will not function correctly until its software is properly installed.**
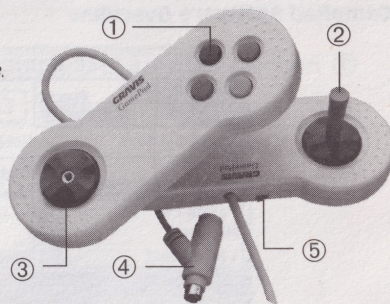
Software Installation

♦ Turn on your Mac.
♦ Insert the "Mac GamePad" disk into your floppy disk drive.
♦ Double-click the "GamePad Installer".
♦ Click the "Install" button.
♦ Click the "Okay" button to dismiss the "Installation Completed" dialog box.
♦ Choose "Restart" from the Finder's "Special" menu.

When your Mac has restarted:
♦ Double-click the "Read Me (GamePad)" .
♦ Choose "Quit", after reading or browsing the Read Me file.

Hardware Overview

① **Fire Buttons**.
② Removable **Joystick Handle**.
③ **Movement Pad** for cursor or game character movement.
④ **ADB connector** plugs into any ADBport.
⑤ **Control Switch**.

Control Switch

When the Control Switch is closest to the Fire Buttons, it's in Keystroke Control. When the switch is closest to the Movement Pad, it's in Cursor Control.

Fire Buttons

When the GamePad is in Keystroke Control, each button functions as a mouse button or keyboard keys. When it's in Cursor Control, one of the buttons functions as a mouse button and the other 3 perform the functions designated by the active GamePad Set.
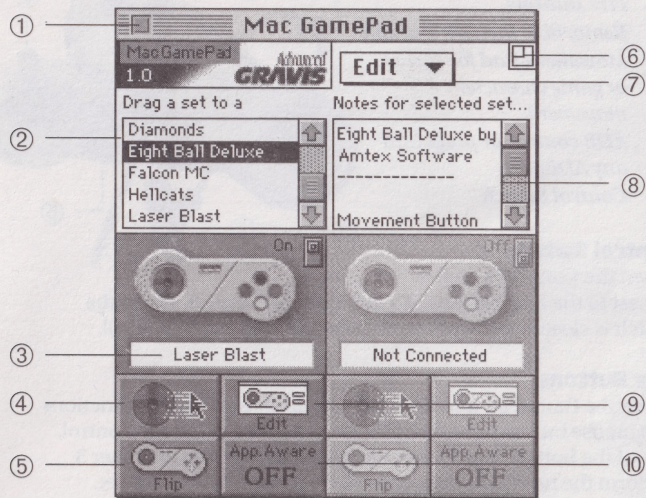
GamePad Control Styles

The Mac GamePad provides two separate types of control; Keystroke Control and Cursor Control.

Keystroke Control is the Mac GamePad's primary control mode. It uses the keyboard controls available in most Macintosh games. The function of the Movement Pad and Fire Buttons is defined by GamePad Sets. An assortment of GamePad Sets are provided with your Mac GamePad and you can easily create more.

Cursor Control is the secondary control mode. It allows you to use the GamePad in place of a mouse for making menu selections and for playing games that do not support keyboard control.

GamePad Software Overview

① **Close box** for quitting the GamePad control panel.
② **Set Collection List**.
③ **Active Set**.
④ **Cursor Setting Button**.
⑤ **Flip Button** for changing orientation.
⑥ **Zoom box** for expanding the Set Notes.
⑦ **Edit** pop-up menu.
⑧ **Set Notes** for the selected Set.
⑨ **Edit Button** for the active Set.
⑩ **App. Aware Button** for activating Application Aware.

Manually Loading Sets

♦ Open the Mac GamePad control panel.
♦ Select a Set from the Set Collection List
♦ Drag the Set onto one of the GamePad images.
♦ Release the mouse button when the GamePad image is highlighted.

Your Mac GamePad will now provide the appropriate keystroke for controlling the selected game.

Application Aware

The Application Aware feature takes a little time to set up initially, but makes the loading of Sets automatic from then on. Once Sets are made Application Aware, they will automatically load whenever you play the designated games.

To turn Application Aware on:
♦ Press the App. Aware button.

Note! **The Application Aware feature will not be active until you close the GamePad's control panel.**

A Set is made Application Aware by giving it the same name as the application and enclosing the Set's name in square brackets.

Example:
If the game's name is "Laser Blast", an Application Aware Set for that game would be named "[Laser Blast]".

Sets can be made Application Aware by manually changing their names or by using the "Lookup" buttons provided in the "New Set..." and "Rename Set..." dialog boxes.

To get the most from your Mac GamePad, we strongly recommend that you browse through your Mac GamePad User's Guide.